University of Malta

CSA 2100 – Techniques in OSs (Windows Programming) Course Assignment 2005
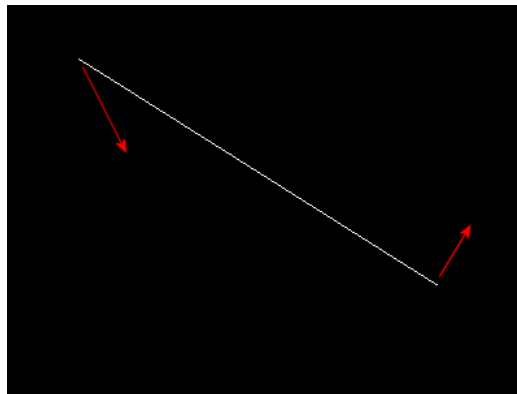
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Win32 Programming

- This assignment carries 5% of your final mark.

- Basic requirements:

    - A windows application where a single coloured line travels in the window.

    - When one of the ends of the line hits the edge of the window, it should bounce back to a random location. This will make both ends of the line travel to independent directions.

    - Initially, the line is placed at random coordinates in the window with a random colour and each point should travel at a random location.

    - Note that directions can be any of 360 degrees not just North, South, East…

    - The background colour of the window should be black.

    - You should use a timer to compute new coordinates and redraw.

    - See the Windows "Mystify" screensaver for an idea.

- Sample screen shot (red arrows indicate the traveling direction – not part of assignment):

- The program must be accompanied by a **short** technical report describing any implementation details and techniques used to complete the assignment.

- PLAGIARISM WILL NOT BE TOLERATED.

- Refer to the assignment instructions at
  http://webster.cs.um.edu.mt/kguil/assignment.html